Creating Engaging Virtual World Simulations for Collaborative Healthcare Education

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Breakout Session 4: Basics of Virtual Project Design

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- No conflicts of interest to disclose

Learning objectives

- List the basic steps of virtual module development

- Formulate learning objectives for virtual simulation projects

- Develop an activity plan for virtual educational module

Designing your Virtual Simulation

Step 1: Formulate a learning objective

Step 2: Describe the environment (location, characters, items needed e.g. hospital bed, chairs)

Step 3: Determine what the learners and instructors will do

Step 4: Decide how performance will be measured

Example

Unit 1: Impact of Environmental Factors on Health

Learning Objective (STEP 1): Discuss the distinguishing qualities of healthy neighborhoods

Environment (STEP 2): *Quality, low cost housing, Clean parks. Safe streets. Access to good food choices. Sidewalks that allow lots of social interaction, new clinic, a new public library community center and that will have all sorts of other services such as employment services, and childcare. community gardens, where gardeners can sell their organic produce to neighbors. spaces that promote social interaction.*

Learning Activity (STEP 3): Scavenger hunt in healthy neighborhood to identify locations on list that indicate healthy neighborhood.

Performance Assessment (STEP 4): Learner takes a picture of their avatar next to the locations they found, describes how these areas contribute to a healthy neighborhood and uploads picture and description to elearning management system for instructor review.

Integrated measure: Learner's avatar health score increases with locating healthy areas and is reflected on scoreboard in the environment

Action Words for Learning Objectives

Knowledge	Understand	Apply	Analyze	Evaluate	Create
define	explain	solve	analyze	reframe	design
identify	describe	apply	compare	criticize	compose
describe	interpret	illustrate	classify	evaluate	create
label	paraphrase	modify	contrast	order	plan
list	summarize	use	distinguish	appraise	combine
name	classify	calculate	infer	judge	formulate
state	compare	change	separate	support	invent
match	differentiate	choose	explain	compare	hypothesize
recognize	discuss	demonstrate	select	decide	substitute
select	distinguish	discover	categorize	discriminate	write
examine	extend	experiment	connect	recommend	compile
locate	predict	relate	differentiate	summarize	construct
memorize	associate	show	discriminate	assess	develop
quote	contrast	sketch	divide	choose	generalize

Bloom, B. (1956) A Taxonomy of Educational Objectives, The Classification of Educational Goals-Handbook I: Cognitive Domain. New York: McKay.

Small Groups

- Work within your small groups using the worksheets provided

Group Discussion and Questions